

Jedi Training Manual

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I. Nature of the Force

Lesson One: The Force

- * The Force is what gives a Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together.
- * For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times, before the Empire.

---Obi Wan Kenobi

- * Concentrate. Feel the Force flow. Not outside or inside, but part of all it is. Through the Force, things you will see. Reaches across time and space it does. Other places. The future... the past. Old friends long gone. Always in motion is the future.
- * Size matters not. Look at me. Judge me by my size, do you? And well you should not. For my ally is the Force. And a powerful ally it is. Life creates it, makes it grow. Its energy surrounds us and binds us. Luminous beings are we... not this crude matter. You must feel the Force around you. Here, between you... me... the tree... the rock... everywhere!
- * In balance is the Force. The Dark and the Light. With out one, there is no other. The Dark Side, tempting it is. Quick, easy at first, but a trap is the Dark Side. Corrupting, evil. Once you start down the Dark path, forever will it dominate your destiny. For the Light Side, patience you need. Control. Peace and harmony it is.

---Yoda

- * "Feel, don't think, use your instincts."
- * Don't center on your anxiety... Keep your concentration here and now where it belongs.
- * Be mindful of the Living Force

---Qui Gon Jinn

Lesson Two: A Jedi's Greatest Ally

A Jedi's greatest ally is the force.

The Jedi's use of the Force is his greatest skill and most difficult achievement. The Force is a powerful field created by all living things; it surrounds and penetrates the entire galaxy ...but it does not fall to everyone to use it as a source of insight and power.

A Jedi from the beginning must do what most men cannot; develop a sensitivity to this Force. He must actually feel it, feel his oneness with it, feel its tangible flow through him, and then his conscious awareness must join the Force so that the knowledge through the Force will become his own.

At some point a Jedi learns to abandon reliance on his own mind and its effort. He learns to stretch out with his feelings, to let go of his limited idea of himself, and to move with the deeply instinctive levels of his being. By listening, by becoming peaceful, by turning his attention to the Force, he finds that place where his individuality is joined to the knowledge and power of the universe.

At some point a Jedi becomes one with the force. It consumes him, penetrates him, makes him part of all living things. This is the way of the force, the goal every Jedi should seek.

Lesson Three: The Nature of the Force

From lifelessness came life; from dead matter came spirit. With life came perception: the perception of beauty and ugliness, serenity and fear. The Force grew strong as life grew stronger. Life is the universe's way of perceiving itself; the Force is the strength of its perception.

As life grew, evolved, became more sophisticated, there came intelligence - and with it, the capacity of understanding. Intelligent beings questioned the universe, and when they were clever enough to ask the questions in the right way, the universe answered. The Force became stronger, more sophisticated, as intelligence spread and man's knowledge of the universe deepened.

Yet the nature of the Force is hidden and subtle. Questions about the nature of matter and energy are more easily answered. Intelligent beings developed a high technology by understanding of physical law - yet understanding of the universe's mystical nature lagged behind. Intelligent beings built advanced cultures which were cold, cruel, ignorant of the beat of reality's heart.

So stood the galaxy, until the rise of the Jedi. They studied the Force; they took first few steps on the road to universal harmony. As their mastery deepened, as their fame spread, and as their works began to bring harmony and freedom to the galaxy, they were betrayed.

For the Force is not itself good or evil; it is a reflection of nature, and nature itself can be cold and cruel. Evil ones can harness the force to their will - and, by doing so, lose something of their humanity, becoming virtual avatars of the Dark Side of the Force. For the Master of the Dark Side, as for a Master of the Light, it cannot be said whether one controls the Force, or the Force the Master; to ask which is the actor and which the acted upon is a question of no meaning.

It was inevitable that some would use the Force to slake their base lust for wealth and power. The Dark Side is easy and seductive; the first successes brought thirst for more. These evil ones brought the great Jedi low, hunting down and killing all of their ancient order.

Lesson Four: The Jedi Code

**There is no emotion; there is peace.
There is no passion; there is serenity.
There is no ignorance; there is knowledge.
There is no death; there is the Force.**

To use the Force, the Jedi must remain at harmony with it. To act in dissonance depletes one's power. The Force is created and sustained by life. The Jedi acts to preserve life. To kill is wrong. Yet it is often necessary to kill. The Jedi may kill in self defense or the defense of others. You may kill if, by doing so, life is preserved.

But you must know, always, that killing is wrong. When you kill, you commit a crime against the Force. Though you may know that you do so for the greater good, and the greater good justifies your act, you must also know that the death remains as a stain upon your spirit.

The Jedi does not act for personal gain, of wealth or of power. You must act to gain knowledge; to sustain freedom, life, and learning; to defeat those who would impose tyranny, death and ignorance.

Sometimes, wealth or power is needed to achieve the Jedi's goals. Money is required for the purchase of goods; power is required to obtain the help of others. To achieve one's goals, a Jedi may obtain wealth or power, but is not interested in it for its own sake, and will surrender it once those goals are achieved.

A Jedi never acts from hatred, anger, fear or aggression. A Jedi must act when calm, at peace with the Force. To act from anger is to court the Dark Side, to risk everything for which the Jedi stand.

Lesson Five: The Path of Darkness

Does the Force use the Jedi, or the Jedi use the Force? To use the Force, one must be at harmony with it. Only when calm, at peace, can one act with assurance of control. When one is at harmony with the universe, one acts as one must to maintain harmony. The will and the Force are one; the actor and the acted upon, the same. There is no contradiction: there is unity. That is the path of Light.

There is another - the path of Darkness. This path is selfish, full of hatred and anger, full of lust for power, and ends in death. The Dark Side is ruled by that of hatred, anger, greed. The only way to avoid such a path is to become a master of your own emotions. Do not give in to anger, instead seek peace. Do not give in to hate, show love. Do not fall into the shadow of greed. That is the path to the dark side. The Darkside is a path to your own destruction. You must know that once you start down the dark path, even harder it is to return from it. There is no such thing as being only a little evil. You are either a servant of the light or a slave of the Darkside.

That is the choice of the Jedi: serenity or hatred; peace or anger; freedom or tyranny; learning or power; the Light or the Darkness. Because the use of the Force and the way the Force uses its user are one, the choice is inescapable. A Jedi who starts down the path of the Dark Side will forever be dominated by it. That is why the Jedi must follow a strict code.

Lesson Six: The Nature of the Dark Side

Unlike the Light Side of the Force, which embraces the whole, the entire focus of the Dark Side is the self. The appeal of the Dark Side is its very destructiveness and its isolation. Those who seek power for selfish reasons find comfort in its narcissistic gaze. The Dark Side emphasizes aggrandizement of self to the exclusion of others. In this way, rage and anger are turned into sources of strength, fueled also by passion.

Many are attracted to the Dark Side because its selfish nature allows great and showy deeds. The ease with which power is summoned belies its danger, for anger and hatred consume the individual even as one dominates one's surroundings. Ultimately, the Dark Side rejects the very celestial nature of life itself. To the Jedi, the Force is not a part of their existence; it is their existence. To a student of the Dark Side, this is incomprehensible.

It is not uncommon for Dark Side students to go into the wilderness, much as their Light Side counterparts do. The crucial difference is that the Light Jedi goes into the wilderness to commune with the wild. The Dark Side follower goes to separate himself from the community of life. There, in isolation, a Dark Side follower can perfect his or her own oneness with the Dark Side, and revel in that corruption. Yet in the Dark Side are anger and hatred and isolation and fear. That fear drives the Jedi to isolation, jealousy and desire to be the most powerful of all.

This very predatory nature sparks battles of dominance when several Dark Jedi or Dark Side Adepts gather. Sometimes these are violent confrontations, other times they involve subtle mind games or diplomatic discussions; but make no mistake; there will be some attempt to assert control over each other. The violent nature of the Dark Side often leads to betrayal and bloodshed.

Not only does this tendency discourage long term cooperation among Adepts, it has also hindered the passing of knowledge. Whereas the Jedi and other servants of the Light Side have established great libraries and oral traditions to advance their work and educate succeeding generations, those of the Dark Side have few such institutions. Many never record their knowledge for fear it may aid an enemy. Others are too arrogant to allow others to learn from their mistakes.

The Darkside also leaves its user void of emotion. They become a shell of their former selves. Many times they leave a path of death and destruction wherever they go. They walk this path alone, for it is a path not many will follow them on as friends. The Darkside promises many things, but comes through on none of them. It promises power, but does not tell you the cost. It promises to make the user invincible with unlimited power, but leaves the user broken, twisted, and scarred should they live long enough to walk away from this treacherous path. In the end the choice to walk this path can, and will ultimately cost you your life, and the lives of countless others, more often than not, the lives of those you cherish most.

Lesson Seven: Aspects of Light and Dark

The ancient mystics of the galaxy have long studied the omnipresent nature of the Force. These scholars and philosophers discovered that the Force was the essence of the universe's cycle of existence, part of life and death in nature. All things in existence are a part of it, but none so much as living, sapient beings. They further learned that with years of patient study, the Force could eventually be manipulated by individuals in a way that defied rational explanations.

Because the Force is everywhere, there are no limits to the feats that could be achieved if the being using the Force was knowledgeable enough of its way. Beings could communicate across vast distances, heighten their senses and see past the veils of time.

These learned ones preserved their knowledge and established traditions to train their descendants and increase their understanding. These great traditions of enlightenment came to flourish across the galaxy. Many of them focused on particular qualities of the Force or on different disciplines that were but one of many ways of knowing the Force. Still, most of these scholars do agree on basic principles. To better understand the ways of the Force, these scholars characterized it by its two most fundamental aspects: the Light Side and the Dark Side.

The Light is positive. It is intimately bound with the essence of living things; it is peace, harmony, and knowledge. The Light Side springs from the great pattern of existence. It draws strength from diversity and tolerance. It is also inherently communal in nature, thriving on cooperation. Those emotions enhance the existence of the whole flow from it and tap into its great reserves of strength and peace. Patience, humility, and self-sacrifice are paths to enlightenment. Above all, it seeks harmony and perfection.

The Dark Side, in comparison, is the force of entropy and destruction. Chaos and rage feed it and are its sources of power. The Dark Side is a part of nature--it is not inherently evil, but evil comes from its irrationality, its intolerance, and its lack of control. Bestial and predatory, domination is its goal. Mercilessly aggressive and unforgiving, its adherents are blinded by greed and lust for power over those weaker than themselves.

The Light and Dark Side manifest themselves in the way they are used; they are simply different interpretations of a single aspect of nature, and they exist in balance with themselves and the universe. Just as with any aspect of life and death, both the Dark Side and the Light Side are intertwined with each other, are necessary to each other and form a cosmic balance. The important matter is avoiding the emotions of anger and hate which summon the Dark Side. By concentration, it is possible to go beyond desire and emotion, and thereby grow very powerful in the Light Side of the Force. Then great things are possible.

Lesson Eight: The Path of Light

The Path of Light is not an easy path to walk. There are trials, and obstacles to overcome, but in the long run, it is the most rewarding path. It is not a path of the self, but a path, or a life of servitude.

Your goal is to help others, to protect your fellow man, to preserve all human life, and above all to stand up against the threat and the tyranny of the Darkside. Although at times it may seem as though you carry a burden on your shoulders by taking up the mantle of the Jedi, make no mistake that this path is far more rewarding than the path mentioned before. There are no negatives to walking the path of the Jedi. Although the path of the Jedi promises no riches, or fame, or ultimate power, the life of a Jedi is a fulfilling one. The life of a Jedi is not a lonely one, for the Jedi has other Jedi to support him/her. The Jedi are like a family to one another. Yoda said it best when Dooku was once his apprentice. He told him "If you fall, catch you I will." So it is with the relationship between a Master and an apprentice here. True Jedi seek to find peace in every situation, and seek to maintain the delicate balance in the force. They fight to preserve freedom, life, and above all else to keep the Darkside at bay. They defend the defenseless against those who would seek to destroy them, and they are the defenders of the galaxy and keepers of the peace as they have been throughout the ages.

II. Jedi History

Lesson One: Historic Locations Concerning the Jedi

Ambria- The ringed, desert planet Ambria is located in the heart of the Stenness node. Animal life on Ambria includes herds of staga, small lizards called neeks, and strange, evil creatures from Lake Natth, a place strong with the Dark Side of the Force. Thon, a Jedi master who lived four thousand years ago, made his home on Ambria and instructed several Jedi including Nomi Sunrider and the Vultan Oss Wilum.

Arkania- Arkania is a world covered with tundra and diamond mines, where miners extract melon-sized gems from the planet's crust. Four thousand years ago, the Jedi master Arca established a Jedi training outpost in the wilderness of Arkania. Animal life on the planet includes the Arkanian dragon and jellyfish.

Bortras- Jorus C'baoth, the Jedi Master, was born in the city of Reithcas on the planet Bortras on 4/3/112, Pre-Empire date.

Bpfassh- A double planet; with a complicated system of moons in the Bpfassh system, located near Praesitlyn and Sluis Van in the Sluis sector. During the Clone Wars some Bpfasshi Dark Jedi created trouble throughout the sector, and a Jedi task force (including Jorus C'baoth) was formed to oppose them. One Dark Jedi made it as far as Dagobah before his death. Because of the insurrection, most Bpfasshi today dislike all Jedi. Bpfassh was also the target of a hit-and-fade attack by Grand Admiral Thrawn and the site of an attempted abduction of Leia Organa Solo. During their search for Delta Source, Leia and Winter analyzed an intelligence report from the Bpfassh system suggesting the Star Destroyer Chimaera was at Anchoron.

Dagobah- An uncharted, mist-shrouded swamp planet in the Dagobah system, Dagobah contains no cities or advanced technology yet teems with a wide variety of life. The thick cloud layer surrounding the planet cannot be penetrated by sensors. Dagobah was home to the Jedi Master Yoda, who instructed both Obi-Wan Kenobi and Luke Skywalker before his death at the age of 900. Many years earlier, a Dark Jedi from Bpfassh created trouble throughout his sector before being stopped on Dagobah, presumably by Yoda. A dark cave near Yoda's home could be a vestige of the Dark Jedi's power, and it may have served to shield Yoda during the Emperor's Jedi purge. Luke Skywalker returned to Dagobah five years after Yoda's death and discovered a ship's beckon call that could have belonged to the Bpfasshi Dark Jedi.

Dantooine- An olive, blue, and brown-colored planet with no industrial settlements or advanced technology, Dantooine is far removed from most galactic traffic. Its surface is covered with savannas of lavender grasses and spiky blba trees. The planet has two moons and abundant animal life, including herds of hairy beasts, simple balloon-like creatures, and mace flies. Primitive nomadic tribes move along the coasts, though their numbers are so few the planet is essentially uninhabited. Four thousand years ago, the Jedi Master Vodo-Siosk Baas established a training center among Dantooine's ruins, where he instructed Exar Kun and the Cathar warriors Crado and Sylvar. Millennia later, Dantooine served as a primary base for the Rebel Alliance. When interrogated by Imperials aboard the Death Star, Leia Organa revealed the base's location, though it had been safely deserted for some time. During the New Republic's war against Grand Admiral Thrawn, Admiral Ackbar planned to visit Dantooine following his inspection of the Farrfin and Dolomar defenses. Two years after that, fifty colonists from Eol Sha were relocated on the planet until they were wiped out by a group of Admiral Daala's AT-AT walkers.

Dathomir- Located in the Quelli sector, Dathomir is a low-gravity world with three continents, a wide ocean, and four small moons. The planet is covered with a wide variety of terrain including mountains, deserts, purple savannahs, and forests with eighty-meter trees and vines bearing hwotha berries. Indigenous life on Dathomir includes flying reptiles, pig-like rodents, long Whuffa worms, burra fish, and the feared rancors. Semi-intelligent, two-legged reptiles live in the desert and call themselves the Blue Desert People. Humans came to Dathomir hundreds of years ago when a group of illegal arms manufacturers were exiled to the planet by the Jedi Knights. Several generations later, a rogue Jedi named Allya was also exiled to Dathomir. Allya began to teach the Force to the planet's inhabitants and to her descendants, who also learned to tame the wild rancors. Some time later the two-kilometer Jedi space-borne academy Chu'unthor crashed in a Dathomir tar pit, and the Jedi force sent to recover it was repulsed by the witches--those female inhabitants who had learned to use the Force. Different clans of the witches (such as Singing Mountain, Frenzied River, and Misty Falls) were formed, including a group following the Dark Side calling itself the Nightsisters. Life among the clans followed a pattern of female dominance, where males were largely treated as property and not allowed to act in important decisions. Imperial forces later constructed orbital shipyards and a penal colony on the surface. Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the "Eye of Palpatine" were reassigned to punitive duty at Dathomir. After the Emperor learned the power of the Nightsister leader Gethzerion, he ordered all the prison's ships destroyed from orbit to prevent her from leaving the planet. The stranded Imperials at the prison were then enslaved by Gethzerion and the other Nightsisters. Four years after the Battle of Endor, Han Solo won the planet Dathomir in a high-stakes sabacc game from Warlord Omogg, who claimed it, had been in her family for generations. Han's subsequent adventures on the planet resulted in the destruction of both the Nightsisters and of Warlord Zsinj's forces. Nineteen years after Endor, a new order of Nightsisters based in the Great Canyon emerged on Dathomir. This clan, allied with the Empire and founded by Luke Skywalker's former student Brakiss, treated their males as equals and sent their best Force students to be trained on the Empire's Shadow Academy.

Deneba- A red planet, Deneba was the site of a meeting of thousands of Jedi knights and masters within Mount Meru 4000 years ago. The land surrounding the cavernous Mount Meru and the nearby Meru Spaceport is covered with tall, flowing grasses. During this meeting the Jedi, who had taken on the responsibilities of guarding the Core systems, discussed the problem of the Krath takeover of the Tetan system and the failed Jedi/Republic mission to save Koros Major. Ulic Qel-Droma announced his intentions to join the Krath in order to learn their secrets. A subsequent war droid attack, planned by the Krath, resulted in the death of Jedi Master Arca.

Dxun- Dxun, one of four moons orbiting the planet Onderon, is home to numerous bloodthirsty monsters. Due to Dxun's erratic orbit, several of the creatures were able to migrate to the surface of Onderon ages ago during a brief period in which the two worlds' atmospheres intersected. Four thousand years ago, after Queen Amanda of Iziz was defeated by the Jedi, the inhabitants of Onderon built a Mandalorian iron tomb on Dxun to house the remains of the Queen and the Dark

Jedi Freedon Nadd. Exar Kun later visited the tomb, where the spirit of Nadd helped him discover some hidden Sith scrolls.

Endor- Located in the Moddell sector, the forest moon of Endor (also called the Sanctuary Moon) is a temperate, densely forested world. The moon's low axial tilt and the regular orbit of its gas giant primary helps ensure a comfortable climate suitable for its many native life-forms, including the Endorian pony, the Endorian vethiraptor, and the primitive Ewoks. The Ewoks make their communal dwellings high in the trees, which are considered the spiritual guardians of the Ewoks and can reach heights of 300 meters. Music plays an important role in Ewok culture, and each tribe has a shaman who interprets mystical signs. A natural enemy of the Ewoks is the large humanoid creatures called Gorax, who search the trees for Ewok dwellings low enough to grab. Other predators on the forest moon are numerous but primarily nocturnal. Endor was chosen as the construction site for the second Death Star, and an Imperial base was established on the surface to generate a protective shield for the orbiting battle station. The super-weapon and much of the Imperial fleet were subsequently destroyed in what is now known as the Battle of Endor. A cloud of Darkside energy (a residual effect of the Emperor's first death) is now located in Endor's orbit at the site of this destruction. Throm Loro, a leader of the resistance on Cilpar, helped liberate an Imperial base on Endor and saved the life of a Wookiee prisoner.

Hapes Consortium- A cluster of sixty-three stars with sixty-three inhabited planets, the Hapes Consortium is an old and very wealthy society that had almost no contact with the rest of the galaxy for three thousand years. It was settled thousands of years ago by a pirate group called the Lorell Raiders, who seized beautiful women from their victims to serve as their mates. The male descendants continued to serve as pirates for generations, until their forces were eliminated by the Jedi Knights. The women then took control of the cluster, and the inherited leadership title of Queen Mother began. The first queen mother began construction on the Star Home, an enormous castle-like spaceship, four thousand years ago. The worlds of the Hapes cluster include Arabanth, Charubah, Dreena, Gallinore, Reboam, Selab, Terephon, Ut, and Hapes itself, which is orbited by seven moons. Frequent encounters with pirates occur on the cluster's borders, partially because many Hapan males turn to piracy as a means of rebellion. Hapan naval forces include the feared Battle Dragon and the newer Hapes Nova-class battle cruisers. Queen Mother Ta'a Chume broke Hapes' long isolation when she offered her son Prince Isolder to Leia Organa in marriage. Isolder later married Teneniel Djo of Dathomir, who bore a daughter, Tenel Ka.

Kamparas- The Jedi Master Jorus C'baoth attended a Jedi training center on Kamparas for two years, from 2/15/90 until 8/33/88, Pre-Empire date.

Koros Major- One of seven planets in the Teta system, Koros Major was the last planet to resist the system's brutal subjugation by the Krath. The Krath leaders, headed by Satal Keto and Aleema, dispatched hundreds of ground troops to the planet and clashed with a joint Republic/Jedi space force in Koros Major's orbit. The Republic ships were badly damaged in the battle and were forced to retreat.

Korriban- A hidden world, Korriban holds the mummified remains of many Sith lords within great temples located in a deep valley. The temples' exterior is guarded by human skeletons, activated through a combination of machinery and Sith magic. Within the temples was an immense crystal, which held the trapped spirits of Jedi Masters who had dared oppose the Sith. Exar Kun visited Korriban to learn Sith secrets and was tormented by the spirit of Freedon Nadd. Nadd destroyed the crystal and unleashed guardian creatures on Kun, who eventually surrendered to the Dark Side of the Force.

Mandalore system- The Mandalore system was home to the warlike Mandalore, who

exterminated the Ithullan race several hundred years ago. During the Clone Wars, a group of warriors from the system were defeated by the Jedi Knights. The notorious bounty hunter Boba Fett wears an armored suit similar to those worn by these Mandalore warriors. Mandalorian battle harnesses are designed to be operated by R2 units, Mandalore prison ships were built to confine Jedi, and Freedon Nadd's tomb on Dxun was constructed from Mandalorian iron.

Myrkr- Although Myrkr has been settled for 300 years and was well within the Old Republic's boundaries, both the Old Republic and the Jedi always avoided the planet. As a result, Myrkr is unknown to virtually all galactic citizens, with the exception of smugglers and other lawbreakers. The historical aversion of the Jedi was due to one of Myrkr's native life forms, the tree-dwelling ysalamir. The ysalamir has evolved a defensive mechanism allowing it to push the Force from itself in a protective bubble, and many ysalamir grouped together can create a vast region in which the Force does not exist. Another of Myrkr's animals, the predatory vornskr, uses the Force to assist in hunting and tracking prey. The high metal content of Myrkr's trees makes sensor readings unreliable, which is one reason why the smuggler Talon Karrde built his chief base deep in the western part of the Great Northern Forest. This base was overrun by Grand Admiral Thrawn's forces after Karrde helped Luke Skywalker escape in Hyllyard City, Myrkr's major population center. Myrkr is located about 350 light years from the planet Wayland. Ood Bnar, a five thousand-year old Jedi master, was a member of the Neti-- an alien species that evolved from trees on Myrkr.

Onderon- Onderon, in the three-planet system of the same name, circles a yellow sun and has four moons with widely-varying orbits. The closest moon, Dxun, is home to numerous bloodthirsty creatures that were able to migrate to the surface of Onderon ages ago, due to a brief period in which the two worlds' atmospheres intersected. The human inhabitants of Onderon evolved defenses against the beasts, culminating in the enormous walled city of Iziz. 4,400 years ago the Dark Jedi Freedon Nadd brought the power of the Sith to Onderon, and those who opposed it were cast out into the wilderness where they tamed the beasts of Dxun. Hundreds of these "beast riders" created their own kingdoms in the wild, and fought continually to overtake Iziz. About 4402 years ago Onderon was first contacted by the Old Republic, and a delegation of Jedi was sent to make peace between the beast riders and Queen Amanda of Iziz two years after that. Following the death of Queen Amanda her daughter Galia took the throne. A subsequent uprising by the followers of Freedon Nadd was put down by the Jedi. Satal Keto and his cousin Aleema, members of Tetan royalty, traveled to Onderon to learn the secrets of Sith magic, which led to their formation of the Krath and the political takeover of the Tetan system. Following the Freedon Nadd uprising, a permanent Jedi outpost was built on Onderon from the remains of Nadd's ancient starship. Native life on the planet includes the deadly dragon-bird.

Ossus- Ossus, located in the Adegan system (one of the six remaining Auril systems), orbits the twin Adegan suns in a figure-eight trajectory. It was an important Jedi stronghold and learning center in ancient times, and there is some speculation that the Order of Jedi Knights began on this planet. Ossus was once covered with many cities, and a range of rocky mountains was located near the Knossa spaceport. The steep canyon walls are still covered with elaborate murals, and the planet's atmosphere is charged with occasional electrical storms. About 4000 years ago all the cities of Ossus were abandoned during the Great Sith War. The Ysanna, a tribe of warrior-shamans who use the Force to guide their primitive weapons, took up residence on Ossus following its abandonment. A 10,000 year-old Lightsaber, given to Leia Organa Solo by Vima-Da-Boda, surfaced 800 years ago in an archaeological dig on Ossus. Luke Skywalker visited an arid, sandy portion of the planet during the Emperor's reappearance and discovered the Ysanna tribe, an ancient Jedi library, and a vault of lightsabers hidden beneath the roots of the Neti Jedi master Ood Bnar. At the time of Skywalker's departure, the New Republic was

planning to send in excavation teams to explore Ossus' ruins. While on an undercover mission to Borgo Prime thirteen years later, Skywalker and Tenel Ka claimed that they needed Corusca gems to open a sealed treasure vault located on Ossus.

Ottethan system- Neema, daughter of the Jedi Vima-Da-Boda, was executed in the Ottethan system for attempting to use the dark side of the Force against her husband, an Ottegan warlord. The Ottethan system was the ruling system of his twelve-system empire, located on the far perimeter of the galaxy. She was fed to the rancors that run wild in the Ottethan forests.

Reboam- A harsh, sparsely-populated world in the Hapes cluster, Reboam once served as a hiding place and as the supposed location of a training center for a group of fifty Jedi Knights. After one year the knights were discovered by Darth Vader and a group of Dark Jedi, who killed them and had them sealed in Reboam's ancient ruins.

Shadow Academy- A torus-shaped space station located near the Galactic Core; covered with weaponry and protected by a functional cloaking device. Shadow Academy, capable of hyperspace travel, can move to a new location at a moment's notice. Built for the express purpose of training Jedi in the dark side of the Force, the station is stark and austere, with harsh, spartan accommodations for its students, locks on every door, and chrono chimes marking every quarter-hour. Brakiss, a former student of Luke Skywalker's, leads the Academy with the assistance of the Nightsister Tamith Kai. Various sections of Shadow Academy include the docking bay, a large meeting room, a holographic training chamber, and Brakiss' private office. The entire station is riddled with chain-reaction explosives, set to detonate if the new leader of the Empire is displeased with Brakiss' progress. Consequently, Brakiss is never allowed to leave the station.

Tatooine- A harsh, desert planet orbiting a double star in the Outer Rim, Tatooine is far out of the galactic mainstream (near the Ryloth system) and is ignored by almost everyone. The G1 and G2 stars of the system are referred to as Tatoo I and II, and the planet is orbited by two moons. The two native alien species of Tatooine are the meddlesome Jawas and the fierce Tusken Raiders, commonly called Sand-people. The Jedi knight Dace Diath, who lived four thousand years ago, was a native of Tatooine. Millennia later, the Jedi knight Obi-Wan Kenobi came to the desert planet to place the infant Luke Skywalker in the care of Kenobi's brother Owen Lars and his wife Beru. Several years after that, a message from Princess Leia Organa of Alderaan, whose ship had been captured above Tatooine, helped bring Kenobi out of his life as a hermit near the Dune Sea and into the service of the Alliance. Immediately before the Battle of Endor, Luke Skywalker and his friends returned to Tatooine to free Han Solo from Jabba the Hutt's palace, which resulted in the death of the crime-lord.

Teta system (Empress Teta system)- A system of seven carbonite- mining worlds, including Kirrek and Koros Major, named for the female warlord who conquered the system during the early days of space travel. The raw carbonite produced in the Tetan mines is a vital ingredient in the construction of hyper-drives. The royal descendants of Empress Teta rule the system, sharing power and profits with the leaders of the influential Carbonite Guild. Four thousand years ago, the privileged sons and daughters of the Tetan royalty began experimenting with the Dark Side of the Force, introduced to them by the royal heirs Satal Keto and Aleema. They formed a group known as the Krath, which used Sith magic and military force to quickly conquer the system. Public executions of rebellious carbonite miners were held in the central plaza of the ruling Tetan city of Cinnagar. The Krath took up residence in Cinnagar's iron citadel, which contains an inner city and an opulent palace behind its walls. Beneath the citadel are underground dungeons and a vast cavern, where the Krath hung political prisoners. The Jedi knight Ulic Qel-Droma, following a Tetan attack on a Deneban Jedi assembly, traveled to Cinnagar in order to learn the Krath's Dark Side secrets. A Jedi attack force later attempted to rescue Qel-Droma from the iron

citadel, but he insisted on remaining in Cinnagar.

Vjun- The planet Vjun contains Bast Castle, once the private refuge of Darth Vader and later the headquarters of the Emperor's Dark Jedi. The planet is lashed with acidic, burning rain, and no plant life can survive on its bleak surface. Kam Solusar served as a Darkside warrior on Vjun, before Luke Skywalker turned him to the light side on Nespis VIII.

Xappyh sector- Jedi Master Jorus C'baoth was named ambassador at large to the Xappyh sector by the Senate on 8/21/62 Pre-Empire date.

Yavin 4- The fourth moon of the planet Yavin houses the temples and ruined buildings of the now-vanished Massassi race, and once served as the primary base for the Rebel Alliance. The moon is covered with a wild, largely unexplored jungle composed of towering Massassi trees. Over four thousand years ago the Sith magician Naga Sadow, under a death sentence from the current Sith Lord, fled to Yavin 4 with his followers where he could practice his Dark Side alchemy in peace. Sadow hid his starship and his alchemic equipment beneath the Sith Temple of Fire. Sadow's alchemy helped create many monsters, including a warrior species called the Massassi designed to guard Sadow's Yavin 4 legacy. The Massassi, the mutated descendants of the ancient Sith, gradually devolved into a primitive but dangerous people, using the Dark Side to augment their archaic weapons. When the Dark Jedi Exar Kun arrived on Yavin 4, he enslaved the Massassi and had them construct new temples as focal points for Sith power. When a united group of Jedi tried to stop him, the resulting battle caused the destruction of most of the moon's jungles and the deaths of the remaining Massassi-- Kun was forced to trap his spirit within the temples in order to survive. Thousands of years later, the Alliance constructed its primary base within the abandoned temples. The first Imperial Death Star was destroyed (in what is now referred to as the Battle of Yavin) as the station attempted to fire its super-laser on Yavin 4. During the fighting, an Imperial pilot named Qorl crashed his damaged TIE in the moon's jungles and fruitlessly awaited rescue. The Rebel base was abandoned following the battle, but the Great Temple was used eleven years later as the location of Luke Skywalker's Jedi academy. The pyramidal Great Temple lies between two broad rivers and lies near the ruins of the Palace of the Woolamander. The top of the Temple houses an observation deck, and below that is the vast grand audience chamber. Below the chamber are housing levels, and the ground level contains the Communications Center, common rooms, and the Alliance's former War Room. The Temple's hangars are located underground. Yavin 4's flora includes nebula orchids, feather ferns, and blue-leaf shrub. Indigenous life in Yavin 4's jungles include the social (and edible) woolamanders, mucous salamanders, purple jumping spiders, piranha beetles, lizard crabs, whisper birds, fur-covered runyips, crystal snakes, stump lizards, ravenous stintarils, a six-legged, tusked beast with tentacled eyes, and flying, two-headed reptiles created during the time of Exar Kun.

Lesson Two: The Old Republic Timeline

Year	Event	Source
-25,000	The first hyper-drive is invented. The Old Republic, the first galaxy-wide government is formed; the Jedi Knights appear, and a period of galactic peace and expansion begins.	-
-5,000	Naga Sadow rules as Dark Lord of the Sith	-
-4,990	Fall of the Sith Empire Naga Sadow leads the Sith into hiding on Yavin IV.	-
-4,400	Freedon Nadd comes to Onderon to rule, bringing with him dark Sith power.	-
-4,350	The Beast Wars of Onderon begin.	-
-4,000	Jedi Knights, including Ulic Qel-Droma, intercede in the Beast Wars of Onderon. Andur Sunrider dies.	Tales of the Jedi (c)
-3,998	The Freedon Nadd uprising.	The Freedon Nadd uprising (c)
-3,996	The Krath lead a political coup in the Empress Teta system. An assembly of 10,000 Jedi Knights occurs at Mount Meru on Deneba.	Dark Lords of the Sith (c)
-3,991	Exar Kun becomes a dark Lord of the Sith. The trial of Ulic Qel-Droma. The Sith War and destruction of the Cron system.	The Sith War (c)
-896	Yoda, the Jedi Master, is born.	-
-200	Chewbacca, the Wookiee, is born on Kashyyyk.	-
-60	Obi-Wan Kenobi is born.	-
-55	Anakin Skywalker is born.	-
-48	Mon Mothma, Senator and Alliance leader is born on Chandrila.	-
-46	C-3PO is activated.	Star Wars: Episode 1: The Phantom Menace (s,n)
-35	The Clone Wars end.	-
-29	Han Solo born in the Corellian star system. The Fall of the Republic- A dark period of corruption and social injustice sweep through the Republic, paving the way for Senator Palpatine's rise to power.	-
-18	Luke and Leia are born.	-
0	Luke Skywalker meets Obi-Wan Kenobi. The Battle of Yavin occurs, resulting in the destruction of the Death Star.	Star Wars: Episode 4: A New Hope (s,n)

Source Legend	(c) - comic	(s) - script	(n) - novel
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Lesson Three: Jedi Knights in the Old Republic

The Jedi Knights were an integral part of the Old Republic. They were scholars, politicians, but above all, they were peacekeepers. The Jedi Knights of old were greatly skilled in the ways of the Force - calling forth powers completely unheard of by today's Jedi Knight. Unfortunately, the secrets behind these powers have been lost through the ages due to war and misuse.

It has been whispered through the Force that the greatest powers come in the greatest hour of need. The Force is always balanced between Light and Dark. During the period of time called "The Golden Age of the Sith", the galaxy almost fell to the Dark Side. But, the brave Jedi Knights rose up and pushed back the Sith influence. They did this with Jedi power unseen before their time. Likewise for the great and terrible Sith War. A group of Jedi Knights were said to have completely stripped the misguided Ulic Q'el Droma of his ability to use the Force forever. This same group trapped the essence of the evil Exar Kun in the Massassi temples of Yavin IV for all eternity. During these times of need, Jedi Knights could channel the Force to increase their abilities, redirect energy, or even strengthen objects to withstand a lightsaber. One of the few remaining Jedi Holocrons has shown the Jedi Master, Bodo Baas defended himself against Exar Kun with only his staff! When grouped, Jedi Knights were almost unstoppable. They could forever strip the influence of the Force from a victim, or even open gateways to new dimensions. But, those were the days of old, and many of these Tales of the Jedi have been lost - their awesome knowledge of the Force has long since been wiped out by Dark Jedi and Jedi Hunters.

Lesson Four: Kyp Durrone's Tale

The Dark Side seems like easy way out. It is very simple to be seduced, simply by letting out your anger, fear, hatred or Aggression. To stay calm seems like a very big act. You Think: when I'm lost to the Dark Side, I'm there forever, right? Not exactly, let me tell you about a student named Kyp Durrone...

Kyp Durrone was a young boy who was captured and taken to the planet Kessel to work in the spice mines. He worked there for many years until Han Solo and his Wookiee companion Chewbacca rescued him, and fled through the Maw, which is a maze of space between black holes. They made it through the Maw mainly because Kyp used the Force to maneuver his way through, only to encounter four Star Destroyers. They escaped from the Imperial prison with Qui Xun, a weapons scientist who co-created the Death Star. They escaped on the *Sun Crusher*, an indestructible ship not much larger than a fighter plane or light freighter. The *Sun Crusher* could destroy a star, but would not bring harm to itself.

After returning from the Maw, he joined Master Skywalker's Praxeum. He was tempted by Exar Kun, a spirit of a Sith Lord. He became a servant of the Dark Side, stole the *Sun Crusher*, and went on a rampage that he thought was for a just cause. He destroyed many people and planets, but Luke Skywalker's students were able to destroy Exar Kun, freeing the boy. Then Master Skywalker trained him to be a Light Jedi, and they all lived happily ever after. Well, not quite. That was just the part about the Force.

So you see, once you become a servant of the Dark Side, you can return. If you are a certified student of the Academy and fear you are close to the Dark Side, tell me. I can help you, as I once got dangerously close to the Dark Side.

III. Jedi Training

Lesson One: Calm Breathing Technique

This is a simple breathing exercise, to be practiced every day. It is useful in stressful situations, or when you feel threatened, for it helps you to remain calm, and to relax. It is presented in three easy steps. Start with the first step, until you've mastered it. Then progress to the next step. Once you have reached the third step, you will have learned the Calming Breath Technique.

Preparation

Wear loose fitting attire, so that you are comfortable. Make sure that you can breathe through your nose. If you have a cold, do not practice this exercise until you can breathe clearly.

Step One

Lie flat on your back. Put one hand on your stomach and the other hand on your chest. Relax.

Inhale so that the hand on your stomach rises, while the hand on your chest is still. Exhale so that the hand on your stomach goes down again, and the hand on your chest remains still. Repeat for 5 breaths.

Now, when you inhale, breathe in so that the hand on your chest rises, while the hand on your stomach is still. Exhale so that the hand on your chest goes down again, while the hand on your stomach remains still. Repeat for 5 breaths.

Alternate between stomach and chest breathing for 5 minutes. Make sure you've mastered this step before moving on.

Step Two

This step combines stomach and chest breathing into one breath. This is the Calming Breath.

Lie flat on your back. Put one hand on your stomach and the other hand on your chest. Relax.

Begin by stomach breathing. When you feel you can't inhale any more in this manner, switch to chest breathing, until the upper part of your lungs are filled. Then exhale by chest breathing first, progressing to stomach breathing so that you empty the lungs fully. Repeat for 5 minutes.

Breathe slowly. If you feel dizzy, slow down, you are breathing too fast. If you are out of breath, you are breathing too slowly. Listen to your own body's messages. If you are having difficulty distinguishing chest breathing from stomach breathing, go back to Step One.

Step Three

Stand or sit with your back straight.

Use the Calming Breath and follow this pattern. You will have to count the rhythm in your head. I will teach you the rhythm 4-4-4. Count to 4 while inhaling, hold your breath and count to 4, and then count to 4 while exhaling. Once you've mastered this you may use a 4-4-4-4 rhythm if you prefer. It adds an extra step of holding your breath after exhaling and counting to 4. Take care not to hold your breath too long. Again, listen to your body. Repeat for 5 minutes, or until you are calm.

Practice so that the Calming Breath becomes effortless, and inaudible. You should breathe no louder than usual. Once you have mastered the technique, it should be invisible to the untrained eye, making it useful in almost any situation.

The calm mind can more readily feel the ebb and flow of the Force. -----Luke Skywalker

Lesson Two: Jedi Meditation-- Basic Technique

Jedi meditation techniques have been handed down through the ages as a way of gaining insight and wisdom in the force. There were many different meditation techniques, but most have been lost to the ravages of time. The following is the first step in the most commonly practiced method.

Like all force training, the Jedi meditation technique follows a hierarchy of steps: **Control**, **Sense**, and **Alter**. You must learn control of your own abilities, before you can truly sense the Force. Once you have mastered sensing the Force surrounding you, you can use the force to perform actions and alter the events and objects around you.

The basic technique teaches you to control your own mental process, and allows you to focus your thoughts on one object, thought, or goal, the object of your meditation. This object must have a clear objective or subjective reality to you, so it is easiest to begin with a physical object such as a ball or a candle. After you have mastered meditating on physical objects, you may proceed to mental objects such as mental images or goals. Make sure your mental object is clearly defined in your mind.

How to start:

- * Sit in on the floor, or on a cushion, with the spine and neck kept straight. Place your hands in your lap, palms upward.
- * Relax your entire body deeply and quickly, using the Calming Breath Technique. After you are relaxed, regulate your breathing to a calm and peaceful rate.
- * If you are using a physical object, focus your vision on the object, otherwise close your eyes.
- * Begin to shut out distractions (noises, etc.), as you focus your attention inward. Try to keep your thoughts from wandering, shutting out stray thoughts.
- * Concentrate your thoughts upon the object of your meditation.

Practice these steps until you are able to concentrate on the object without distraction. Once you have mastered these steps, you should gain a sense of that object through the Force. Stretch out with your feelings, and perceive the object.

Lesson Three: A Jedi's First Battle

A Jedi's first true battle is with oneself, and no one else. Only when you have done this can you truly become a Jedi.

"You cannot control it, you will be tempted! Don't give into hate; that leads to the dark side."

– *Obi-Wan Kenobi*

One of the major themes running throughout Master Skywalker's tale is Luke's battle with himself. Luke finally won the battle when faced with killing his own father, he said no and turned away from the dark side of the force. At this point the emperor knew that he was lost to the Dark side and decided to have him killed. Luke had to overcome the hatred, fear and anger (emotions of the Darkside) he felt toward his father and forgive him for all that he had done (destroyed the Jedi, tortured his friends, killing Ben, though probably most importantly abandoning Luke as a child and failing to be a father to him).

Fighting the battle with the darkness within was the lesson of the tree where the dark side was strong. When Luke entered he asked "What is in there?" and Yoda replied "Only what you take with you." In other words the tree merely reflected and brought out the place where the dark side resided within Luke; that is his feeling towards his father. By striking Darth Vader down in the tree, it signified Luke killing himself or more importantly failing the test of a Jedi to turn away from the Dark side. As already mentioned, when Luke later forgave his father and refused to kill his father he successfully turned away from the Dark side.

If you wish to become a Jedi, you must face those places of pain, anger and mistrust within you, places where the dark side of the force grows and lingers. You must forgive those that have harmed you in the past and truly Love them. For unless you do this, no matter how much physical and mental training you will do you will be at risk of falling to the ways of the Darkside. You must first battle the foe within before you can help others.

Lesson Four: Jedi Healing Trance

To start off for beginners, lie down in a comfortable place, you can use your bed to start if you'd like. Clear your mind of all thoughts, if you have trouble with this, see me for help on clearing unwanted thoughts before attempting this...For beginners this will be something you can visualize to help you understand this...Begin to imagine you are surrounded by an energy field...close your eyes and use your mind's eye to see this field...Use the force to manipulate this field until you feel it inside your body. Now focusing on part of your body (we'll start with your chest) feel the energy in that part of your body. You might feel a tingle when you begin to focus the energy there. Now, using the force, move this energy field around your body slowly using it to purge all the negative energy from your body. (For those that are advanced you can use the force to cleanse your whole body at one time and continue to use the force to massage and fully cleanse the body of this negative energy) Now...visualize the energy flowing through your body, and taking away the pain you might have in your body. Focus and use the force to target the source of your pains and use the force to heal the specific area. Imagine as if the force is like another person massaging the pain away and you'll begin to feel as if someone is. Remember not to break focus as you do this and you should have no trouble getting rid of pain and getting relaxed. This is a great technique to unwind after a hard day as well...It will help you let loose and relax so you can rest easier!

Lesson Five: Calming and Quieting the Mind

To start find yourself somewhere quiet to meditate undisturbed. Once you get comfortable close your eyes and begin to use your imagination. Imagine yourself on a plane, surrounded by nothing; where only you and the force exist. Imagine the force is like a gentle wind, or a calming ocean wave, and allow it to come over you, to consume you, and blow away, or wash away your every thought, every feeling, until you remain with nothing. Once you do this you will feel a warm sensation, or a sense of euphoria, like you are at peace, and nothing bothers you. You can then open your mind to whatever knowledge you had desired to learn, or maintain this to keep the mind quiet as you meditate.

Lesson Six: Humility and the Jedi Way

It's come to my attention that this lesson should be posted. Many times Jedi become too attached to titles and place too much emphasis on what their rank is, or become too arrogant because of their abilities. This is what we must strive to avoid. Even the best of Jedi, including those of us that are masters must learn that we are all equals, and we are working towards the same goals. We are all Jedi, none of us any better than another. We must learn that no matter what are rank, or title is that is does not make us any better than anyone else, or that we are no better or no worse for it. We can take pride in our accomplishments, but when that pride turns into arrogance and become the only thing we can focus on; then it should be dealt with. We must all remember that our title is only a word, its does not define us. We define ourselves by our actions. Let this be a lesson to us all, we must remain humble at all times...May The Force Be With You all....

Jedi Master Jer-Pen Dan

IV. Advanced Lessons

Lesson One: Technology of the Lightsaber

The technology of Lightsabers is almost as old as the order of Jedi Knights itself. And the Jedi, as is well known, have served as the guardians of peace and justice throughout the Galaxy for over twenty-five thousand years.

Although the exact details of lightsaber operation remain shrouded in mystery, the general technology is known. All the controls and components fit into a compact handle 24 to 30 centimeters long. When the Jedi activates the lightsaber, a tremendous charge of pure energy flows from the power cell. A series of multi-faceted jewels focus the energy into a tight parallel beam.

Each saber beam has a unique frequency which determines the "feel" of the blade, how it handles when cutting something or contacting a force field or another saber blade. The frequency of each saber blade can be calculated from its blade color and pitch it generates. Sabers use between one and three jewels to give their beam a specific frequency.

Sabers with a single jewel have a fixed amplitude, which determines the blade length. Other sabers with multiple jewels can alter their amplitude, and thus the blade length by rotating or varying the separation between the jewels. The best sabers use natural jewels, but, evidently, the Jedi can forge synthetic jewels with a small furnace and a few basic elements.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high energy flux aperture, usually set in a disk that also serves as a hand guard. The power amplitude determines the point at which the beam arcs back to the disk, setting the blade length. The tight, arcing beam forms a blade of amazing strength.

A superconductor transfers the power from the flux aperture to the power cell. Almost no energy is lost in the process - the beam doesn't even radiate noticeable heat, though it does fluoresce and hum. The saber loses power only when it cuts through something - but not when contacting another saber blade. The Jedi must use his strength and skill to force his blade against another saber blade; no lightsaber can cut another's beam.

Controls at the hilt of the saber adjust the power cell capacity and allow periodic recharging. Though exact duration figures are not known, it is clear that Jedi can use their sabers for years at a time before recharging becomes necessary.

The Jedi Lightsaber (As by: Jedi Master Jer-Pen Dan)

The construction of a lightsaber is a Jedi art passed down primarily by word-of-mouth from a Jedi Master to his young Padawan learner. Therefore the interior features of any two lightsabers can vary in their details. However, the main features are remarkably consistent from lightsaber to lightsaber because of the common lineage of information.

The four major components inside any lightsaber include:

- The **power cell** and associated components
- The **crystal energy chamber**
- The **energy channel** and **blade arc tip**
- The controls

In the next sections we'll look at each of these elements in detail.

The Power Cell

Obviously a lightsaber contains a tremendous amount of energy -- far more than a blaster, for example. Any device that can melt its way through a three-foot-thick reinforced blast door in a matter of minutes obviously has access to tremendous energy reserves. Estimates range as high as several megawatt-hours of stored energy.

The source of this energy is a **diatium** power cell -- a device no larger than a roll of LifeSavers®. Diatium power cells are available from a variety of military and some civilian sources.

Surrounding the power cell is a **power field conductor** and the **power vortex ring**. These two devices work in concert with one another to move the available energy toward the **energy gate**. The energy gate controls the flow of energy into the **crystal energy chamber**.

The Crystal Energy Chamber

Really the heart of any lightsaber, the **crystal energy chamber** is responsible for primary energy conversion. At least two crystals (typically of the **Adegan** variety) are used in the energy chamber.

The first crystal is known as the **primary crystal**. It converts the energy channeling from the power assembly and then transfers its output to one or more **focusing crystals**. The focusing crystals are held in place by the **focusing crystal activator**.

The crystal energy chamber is the reason why all lightsabers are built by hand, and then only in the latter stages of Jedi training. The builder must align the crystals perfectly or risk detonation of the lightsaber upon activation. Only through the use of the Force can the proper alignment be guaranteed.

With several megawatt-hours of energy on tap, detonation is of course a catastrophic event. For this reason, initial activation is normally done remotely with an inexpensive droid.

The Energy Channel and Controls

The energy channel is where the actual lightsaber blade is generated. Energy flowing from the crystal energy chamber is converted to the **arc wave** that will become the blade. The arc wave flows up through the blade energy channel and past the **cycling field energizers**. These energizers are responsible for the gyroscopic effect discussed earlier in the article.

The refined arc wave makes its way to the blade arc tip and from there becomes visible as the glowing blade of the lightsaber that is so familiar.

The on/off switch, also known as the **activation matrix**, as well as the blade length and power adjustment controls, are typically located near the cycling field energizers. Using these controls, the lightsaber's owner can tune the blade for specific applications.

Lesson Two - The Dangers of Training Jedi

"Training Jedi is a most rewarding pursuit, but one ringed with many unseen perils. Never, oh Master Jedi, rest easy when your pupil begins to grow anxious to learn at a pace greater than that which you have set for him. Such impatience is natural in the young and inexperienced, and a commendable trait in a student. But it also signals a time when the pupil is most open to the temptation of stepping into the broad path of instant gratification and easy advancement that leads to the dark side. Beware, Jedi Master, lest through carelessness and inattention you loose on the galaxy a monster..."

--Bodo Baas

The Ancient Jedi masters knew that Jedi training must proceed at a slow pace. Too much power gathered too quickly can corrupt even the most selfless and devout Jedi apprentice. A Jedi student must be properly humble in his powers, and mature enough to embrace the tremendous responsibility that comes with wielding the Force.

A student impatient with the slow pace of the tutorship, a gifted student eager to dispense with "pointless exercises" and embrace the true power of the Force misses the entire point of being a Jedi. The Jedi does not crave power, but seeks to serve others, without the expectation of becoming "great in the Force." The true Jedi is cautious, and reluctant to learn too much too quickly. Overeager students run a fearful risk of opening themselves up to the temptations of taking the deceptively easy path of the dark side.

In the days of the Old Republic, the Jedi teachers kept a careful watch on their apprentices, ever alert for the telltale signs of the headstrong apprentice who wanted more than they were ready for. Every Jedi disciple soon heard the dreadful cautionary tale of the gifted Jedi Exar Kun, and how he was lost to the dark side by the arrogant belief that he could embrace Sith teachings and not be dominated. If a great Jedi Knight could fall, their teachers told them, they themselves must tread with special care.

The ancient Jedi believed in a great many things we do not uphold to anymore. One such thing being that they taught that attachment lead to the Darkside. While many of the Masters will find this statement odd, please listen to how I explain this. In Anakin's case, his attachment to Padme becomes his undoing. I did not however say his love for her, so I am not saying that love causes this. It is selfish attachment, and fear of loss that leads you down the dark path. Love in itself is not bad for the Jedi; in fact it should be embraced. Love does not cause one to fall, but the fear of loss of it can. If you wish to avoid such a pitfall you must do as Master Yoda instructed Anakin to do. "Train yourself to let go of everything you fear to lose."

"Death is a natural part of life. Rejoice for those around you who transform into the Force. Mourn them do not, miss them do not. Attachment leads to jealousy. The shadow of greed that is." --Master Yoda

Lesson Three: Jedi Abilities (These are from Various Masters)

Telekinesis (As by Master Jade)

I doubt many of you will be ready for this, but since I don't know when I can get online regularly I will post it now. I strongly recommend that you work the sense energy drills for quite some time before you even attempt to work on this or you won't "get it".

This is one that every Jedi aspires towards. This biggest difficulty that most students face including myself is that our thoughts tend to be more visual than tactile (touch). Doing TK requires you to "feel" energies. That's why my first sense lesson for you was feel energy. Develop that sense of feel as much as you can. Also again you need to feel that dreamlike quality of a daydream, fully aware, fully focused but relaxed. Most of us are too tense; too rigid with our thoughts. Play, relax, have fun. Don't lock your head up so much that you end up with seizures. Those hurt really bad and make your life miserable. The best time I've found that I'm able to do TK is when it's life and death, usually mine.

Learn how things feel in motion. Focus on a rolling ball. Pool tables are a great place to play with TK as are pinball machines. You "will" the ball to move to where you want it to go. Don't tell it where to go. Be the ball, be the motion, move to where you want to go. The best way to describe TK is like being in a dream, you feel like there are waves all around you then you just think the motion. Not as something separate but your willpower.

Instances where I've experienced TK:

- Numerous pool games and pinball games
- 3 times stopping cars in emergency skids when otherwise would have been really bad wrecks
- twice moving objects away from my vehicle that would have caused wrecks
- one time I was so distracted I backed my car out of a garage and drove a block before realizing I hadn't put it in gear.
- One time backing up my car when the clutch got stuck in 2nd gear and I had to get some place to get it fixed
- A Native American Spirit used TK on me to push me out of a room because of a misunderstanding. It was amazing.

In each case the sensation of movement came from the belly button region. In the emergency situations it was like a solid fist punched out and just stopped everything and my tummy hurt afterwards. You can't really think about it consciously. You have to feel it. More be the motion. It defies logic so turn off the logical, critical part of your brain when working on this one. Use your instinctual animal self. If you ride motorcycles, the sensation is very similar. Moving from that point in the middle. (Mine was a Kawasaki Ninja)

At this one I am not an expert by far, but hopefully this helps you in your quest.

Telepathy (As by Master Jade)

I have known that I was a telepath most of my life. It was just a natural thing for me and fortunately my family didn't deny or squash such concepts as most parents are prone to do. Thing is all humans are telepathic but unfortunately society has trained it out of 90% because of religious persecution. "You're consorting with the Devil" Spare me. It's as natural as using your eyes or ears.

What I wish to do is offer you several drills to develop your own telepathic skills.

I) Do this in an area where there are other people. Clear your mind. Do your deep breathing. Let the random thoughts drift through your head. If your mind is clear, where are those voices coming from?

- Can you identify different voices?
- Usually a person will speak their thoughts a few seconds to a minute after they thought of it.
- Can you determine a person's actions by paying attention to the thoughts drifting through your head? I use this when I am driving to avoid accidents. It reduces road rage considerably when you already know where the other drivers are going.

II) With a friend or two, choose one person to think about a subject-could be a picture, word, number, color, shape, etc. Start simple and work your way up in complexity. The other person relaxes and lets the thoughts drift through, focusing on the sender's thoughts. Keep track of your hits and misses. Switch back and forth.

- When you are playing your guessing game do you feel a pressure on your forehead? (The traditional place of the third eye) This occurs when someone is consciously thinking about you. Can you focus on that touch and open your thoughts to it? Does it make the words clearer?
- For the person who is sending; relax and clear your mind. Think naturally- as is you were having a conversation -think of it like an active daydream-that helps to make the focus better. Consciously visualize your friend in your head. Make it as vivid as a daydream.

III) With a friend or two, one will be sender others receivers

-Sender projects physical actions like raise hand, kick feet, blink whatever. Receivers attempt to hear the instructions and perform the tasks. Make them simple.

- Once you've got this going fairly well, do this to guide your receiver to an object or place.
- Can you politely ask your waitress to bring you a refill?
- Can you get that annoying guy to go away?
- Can you get the driver in front of you to look in his mirror? Have you ever had a problem driving where you decided to go around a car, but the car in front of you changed lanes at the same time? Well what you just did is you were focusing so intently on that person trying to get them to move. When you decided to move the other driver hear you and did it without thinking. When you are asking someone to do a task make it seem like your own thought. Don't think "you do x" instead think "I want to do x". Do not abuse this skill.

Clairvoyance/Farseeing or Sensing the Future (As by Master Jade)

This is another simple skill to develop. In any psychic function you want to put yourself in the same place in your thoughts where you daydream, but control the images to where you can sense or see real places.

1. Deep breathing. Eyes closed. Visualize your own room. Move around it. See as much detail as you can.

- From there move around your home in your thoughts can you look into all the rooms.
- What other places are you familiar with that you can visualize to wander about?

2. Group or solo use photographs- focus on the image, try to fall into the image and become part of the scene. Can you see other things beyond the photo? Can you hear voices while in the image? Can you verify the information you find there?

- Try this same trick with a mirror. By looking into the mirror can you see beyond it's edges into other rooms?
- Visit a second hand store. Pick up random items and try to get feelings off of them. Can you see people or places?
- Can you focus on a map to see a place that you want to go to? Verify it by going there and comparing your perceptions. Keep good notes.

3) Have you ever experienced Deja vu? This is a form of farseeing-seeing in time instead of distance. (BTW for psychic functions distance doesn't exist) Time is not a straight line as we perceive it as. It loops and twists like a string.

- Focus on past events with as much clarity as you can. Can you determine extra details? Can you focus in on voices or events and bring them into focus as if they just happened?
- Focus on future possibilities- Pick events that you know will happen. Can you see details? Does it jump around? When the viewed event occurs how much detail matches? Also seeing an event does not set it in stone. You may be able to change what occurs. Many times when I see futures I see what may go wrong. Knowing that I know what not to do. The more you play with this the more it may start to work on it's own. I live in a constant state of deja-vu. You get used to it after awhile. Just recognize it as a road mark, but don't fixate on it.

4 Astral projection is another term for far-seeing or clairvoyance. Again you go into a dreamlike trance but you focus on pulling your soul out of your body. If you've ever experienced the sensation of falling and woken up-may times what has occurred is that your soul was out wandering and returned to the body too fast. The dream realm, or astral realm, is the place where thoughts are manifested visually. You can do things in the astral realm that you can't do in your physical body. You can visit other planes of reality when in the astral. You can visit any of the Eastern realms of demons and spirits this way. They are very colorful. Or try visiting Native American spirits this way. Ask them to teach you and be polite to them. Much traditional magic working involves being able to see and visualize spirits and entities in your head and to feel their energies around you. Play with it

Psychology states that if enough people believe in something they make it real by drawing it out of the collective consciousness. Think how many people believe in the Star Wars universe. Use it to contact your favorite Jedi Master from the books or movies and ask them to teach you more. Listen to what they have to say to you. It works amazingly well. Ask them

to direct you to books or websites or whatever that will help them explain their lessons to you. They will. I Learned a great deal this way and was always able to find a book to verify that the information I was being given was true. This same trick is straight out of traditional magic books. (Self–Initiation into the Golden Dawn Tradition) So if it works for them why not us?

Astral Projection (As by Master Jer-Pen Dan)

Astral projection is a method for which the Jedi can leave his or her body, in order to visit other places, or to visit the astral plane. The astral plane is a place of the mind, but so vast that it is visited by several who have this ability. Imagine it as a meeting ground for those who wish to escape their bodies and go to a place where their very thoughts can become a reality. This is dangerous for anyone not at a Master Level because the Astral Plane is very dangerous. If you are hurt, or injured in this place, your body can come to harm because of it. It may sound seriously crazy, but Morpheus was right when he told Neo that the body cannot live without the mind. Do not take this ability lightly. In a manner of speaking, think of Astral Projection as a way for living Jedi to appear to other Jedi; be it living or dead, to communicate with them as a Jedi apparition would. Think of it as a way for you to become like Obi-Wan and Qui-Gon after they became one with the force. Although this sounds fun, it is very risky. If you slip away too much and do not maintain consciousness in the real world you can make yourself vulnerable to attack. You can leave yourself open to all sorts of dangers. Therefore you should only attempt this skill once you have attained the rank of at least a Jedi Knight. I will not post the method for this skill because it is only for those who are ready for it. If you wish to learn this you may see me, and I will determine if you are ready.

Empathy (As by Master Jade)

"Feel, don't think. Use your instincts." Qui-Gon Jin, "The Phantom Menace"

"I have a bad feeling about this" Luke Skywalker; "A New Hope"

"Trust your feelings, Luke" Ben Kenobi; "A New Hope"

It is the most common Force skill and it is also the most commonly unrecognized skill amongst people who have not studied any mystical path. Many times people will pass off an empathic incident as a coincidence or an anomaly, maybe even dumb luck. This is the skill I like to work with people first because it is so simple and can give instant feed back for verification. Here are some simple questions to help you recognize an empathic occurrence in your own life:

- A)** Are you a very shy person? Shy people tend to be that way because they can feel things about others.
- B)** Are you a very emotional person? Empathic people will be very emotional people that can be easily excited, upset or otherwise influenced by events around them.
- C)** Do the emotions of others affect you strongly? Even for a person like myself who is highly aware of my sensitivity to others emotions; I can find others emotional projections overwhelming and have to concentrate very strongly to remain centered, especially when the person who I am dealing with is close to me.
- D)** Have you ever been overwhelmed by strong emotions that seemed to come out of nowhere?
- E)** Have you ever had thoughts invade your head that were so strong that they over rode your own actions?
- F)** Do people think of you as a push-over? Do pushy people have the ability to talk you into doing things even though you don't really want to?
- G)** Have you ever had a bad feeling about a person?
- H)** Have you ever instantaneously liked or disliked someone?
- I)** Do you get along well with animals and/or young children?
- J)** Can you purposely affect the moods of others?
- K)** Can you project feelings of calm at others and disrupt their temper?
- L)** Do you just "know" something has happened somewhere? Example: A friend and I used to jog on a certain trail and got freaked out going by a certain part- we'd both get images of a battered & bloodied woman crawling along crying for help. A little bit of research turned up a fact that a woman had been killed there. Quick acting on our parts also kept us from getting killed on that same trail because we kept feeling like we were being watched and stalked. Once we realized it wasn't just our imagination we stopped using that trail.

So how do you start learning how to control this skill? First, by learning to recognize your own emotions and thoughts and learning to separate what you are thinking & feeling from the background noise that is in your head. This is why meditation is so important. Meditation teaches you to focus your thoughts as well as clearing your mind of distractions. For this I would use a simple breath meditation. Find a quiet spot and start focusing on your breathing (I don't worry about posture because in real life you need to be able to do this anywhere anytime-I don't want people thinking they always have to be in lotus position for our skills to work.) Breathe deeply all the way down in to your belly button so that your tummy rises and falls with your breaths. Focus on the physical sensation of your breath in & out and you should notice that your mind is instantly focused and clear of chatter. (Famous Jedi breathing technique #1) It is a quick way to calm & focus the mind. Whenever you start to feel your emotions getting out of control quickly stop yourself and start focusing on your breathing. If

you can still feel emotions washing over you but you know that your thoughts are clear & focused then the emotions are not your own but being pushed at you from someone else. This may be intentional or unintentional, but either way it is not your own emotions. The second step is once you can block out other's emotional projections and remain calm you can turn things around and push feelings of calm out of yourself and at a target person whether an attacker or for perhaps soothing an upset baby. I have stopped people cold while they were in the middle of a rampage because I focused calm at them. It takes a bit of practice but the trick is KNOW that you CAN do it. When you push the emotions out it may even feel like a wave of energy leaving your body. Every time stray feelings come into your head, see if you can track your source. This should be easy if you are in a classroom or office environment with lots of other people around you. Say you start feeling angry or sad for no reason – clear your mind and focus your thoughts – is someone else nearby angry or sad. You might even try going to a public place like a mall to purposely attempt to feel the "vibes". Ignore visual clues if you can and try to feel the feelings around you. Only use looking at things to verify what you are feeling. Keep a journal to track your progress.

Force Channeling (As by Master Jer-Pen Dan)

This lesson is for those who want to work on your force building. It will help you learn to manipulate the force, which will come in handy for other techniques. First things first, find a quiet place to meditate. Sitting or kneeling is fine; whatever is most comfortable for you to meditate. Now, clear your mind of all thought, and you may go back to the lesson on emptying the mind if you need to. Once you have cleared your mind, place your hands in front of you, placing them a few inches apart from each other, facing your palms together. Now close your eyes and focus only on the energy between your palms. Use the force to shape this energy into a ball; now feel its currents, feel the heat from the force between your hands; feel it move between your palms. Allow the energy to move freely, only attempt to contain it in the ball. Allow this energy to now flow freely outside of your hands; feel the force flow over you and around you. Imagine the force circling around you like a whirlwind; enveloping your entire being, consuming you like a flame. Feel the heat from the energy that surrounds you; allow it to penetrate you, and become one with it. Then focus on the energy, and move it around you, use it like you would in the healing trance, but focus with more intensity. Use the force to fuel your internal flame, and allow it to grow stronger. Continue this for as long as you like, but if you should happen to feel dizzy or light-headed, stop immediately. This can be used at anytime to enhance or boost your senses and reflexes or just to calm you down and help you relax. You may also find this skill useful to calm yourself and boost your Jedi reflexes before battle. This can also be used to help you loosen up after a good workout or sparring session because the heat you generate during this exercise will help your muscles to relax. Hope this helps everyone! May the Force be with you all.

Lesson Four: Jedi and Sith Overview and Powers

A noble order of guardians and protectors, unified by their belief and observance of the Force, the Jedi hearken back to a more civilized, classical time in galactic history. Their Order is ancient, spanning over a thousand generations. As the Galactic Republic thrived and grew over the centuries, the Jedi Order came to serve it as guardians of peace and justice.

Headquartered on the galactic capital of Coruscant, the Jedi trained, studied, and planned from the impressive Jedi Temple, a towering edifice rising high above the surrounding structures on the city-planet. They are governed by a High Council of 12 Jedi - most of them Jedi Masters - who contemplate the very nature of the Force.

To become a Jedi requires the deepest commitment and most serious mind; it is not a venture which is to be taken lightly. As such, Jedi instruction is rigidly structured and codified to enforce discipline and hinder transgression. Only 20 Jedi have ever voluntarily renounced their commissions, and it is with great regret that the Jedi Order recognizes the so-called "Lost Twenty." A Jedi who fails in his training can become a very serious threat; the Dark side of the Force beckons to the impatient, and students in the past have been lured to its call with devastating consequences.

Jedi candidates are detected, identified, and taken into the Order as infants; all connections to previous family life are lost. In the early stages of training, a single Master instructs groups of Jedi hopefuls. As the Jedi trainees mature, each apprentice is paired with a Jedi Master to continue the next phase of their training. According to the Jedi Code, a Jedi Master may only have one Padawan learner at a time. At the end of the Padawan's training, they must undergo trials before ascending to the rank of Jedi Knight. The next highest level of rank in the Jedi Order is the Jedi Master, reserved for those who have shown exceptional devotion and skill in the Force. It is from the ranks of the Jedi Masters that the Jedi High Council is chosen. This is the main interface between the Jedi Order and the government of the Galactic Republic.

The Jedi dress in simple robes, and carry specialized field gear for their respective missions. Their signature weapon, the lightsaber, is both elegant and deadly in the hands of a trained Jedi. To a Jedi, a lightsaber is not just a weapon; it is a means of concentrating attention and becoming attuned with the Force.

The origins of the Jedi Order are forever lost to time, but much of their early history has been recorded in specialized information modules known as Jedi Holocrons. These lore repositories can only be activated by those talented in the Force, and exploring its deepest confines requires the skill of a trained Jedi. From the few Holocrons that remain, some scholars theorize that the Jedi Order began on the ancient world of Ossus.

Throughout the millennia, the Jedi Code has evolved and changed. For instance, while it now dictates that a Jedi Master may only have one Padawan at a time, in the ancient past, Jedi Masters often had several students. It is likely that events such as the Great Sith War, in which many Jedi apprentices were lured to the Dark side by the promises of Sith power and rose against their Masters, were a factor in the changing of the existing Jedi Code. While the Jedi Code contains many layers of interpretation and information, at its core it reads as follows:

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.

Although no two Jedi share identical beliefs and ideals, every member of the Jedi Order follows the same fundamental philosophy that dictates their everyday actions and behavior. Similar to the Jedi Code, this philosophy is defined by many different interpretations, often greatly dependent upon the nature and background of any particular Jedi. The galaxy is home to a great variety of beings; the Jedi Order, having members from nearly every race in the galaxy, by nature, must allow its broad philosophy to be somewhat "variable and accommodating." General doctrines and principles are as follows:

- **A Jedi must be aware of their environment, but must not allow it to affect them in any ways they do not desire.**
- **All Jedi, from Padawans to Masters, can learn from one another.**
- **The true training of a Jedi does not come from listening to lecture.**
- **There is no try.**
- **A Jedi should use all available skills and resources.**
- **Patience can be as strong an ally as any weapon.**
- **A Jedi should never allow themselves to relax and grow weak - even during times of peace.**
- **Every living thing not only strengthens the Force, but draws strength from it as well.**
- **A Jedi feels no heat or cold.**
- **A Jedi can extinguish pain.**
- **A Jedi rarely uses a lightsaber to settle a dispute - out-thinking and out-maneuvering an opponent always result in a better solution.**
- **Beware of the Dark side.**
- **A Jedi can never be helpless - the Force radiates from all living things.**
- **In fear lies caution, and in that caution lies wisdom and strength.**
- **A Jedi trusts the Force, and seeks to resolve problems by many methods: patience, logic, tolerance, listening, negotiation, persuasion, and calming techniques.**
- **A Jedi fights only as a last resort - if forced to draw their lightsaber, a Jedi has forfeited much of their advantage.**
- **There are many times when a Jedi *must* fight.**
- **Once a Jedi builds it, their lightsaber will become a constant companion, a tool, and a ready means of defense.**
- **A Jedi never acts out of hatred, anger, fear, or aggression - A Jedi must act when they are calm, and at peace with the Force.**
- **A Jedi can wait as long as necessary.**
- **Eyes can be deceiving, do not trust them - a Jedi places trust in the Force.**

The lightsaber is the weapon of a Jedi - an elegant armament of a more civilized time. In comparison, blasters are crude, inaccurate, and loud affairs. To carry a lightsaber is a showcase of incredible skill and confidence, dexterity, and attunement to the Force.

When deactivated, a lightsaber appears as a polished metallic handle, about 30 centimeters long, lined with control studs. At the press of a button, the energy contained within is liberated, and forms as a shaft of pure energy about a meter long. The lightsaber hums and scintillates with a distinct sound; its shimmering blade is capable of cutting through almost anything, save for the blade of another lightsaber.

In the hands of a Jedi, a lightsaber is almost unstoppable. It can be used to cut through blast doors or enemies alike. With the aid of the Force, a Jedi can predict and deflect incoming blaster bolts, and reflect them back at the firer.

Lightsabers have changed little in the thousands of years of their employ by the Jedi. Those who believe the Jedi Order began on the ancient world of Ossus point to the abundance of Adegan crystals in the system as proof. These crystals are ideal for the creation of lightsabers, as they focus the energy released from a lightsaber's power cell into the tight, blade-like beam. Early lightsabers did not have self-contained power cells, and were instead connected by a conducting cable to a belt-worn power pack.

Once unleashed, the power channels through a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high energy flux aperture. A superconductor transfers the power from the flux aperture to the power cell. As a result, a lightsaber only expends power when its blade cuts through something; so efficient is the blade, that it does not radiate heat unless it comes into contact with something.

The lightsaber blade's color depends on the nature of the jewel it springs from, and while its length is fixed in the case of a single jewel lightsaber, lightsabers can be equipped with multiple crystals. These lightsabers can have their length varied by rotating a knob that allows the focusing crystal activator to subtly modify the refraction pattern between the crystals.

After the decimation of the Jedi ranks, lightsabers became rare relics. The knowledge of their construction disappeared with their masters.

Removed from the surrounding bustle and urban sprawl by its colossal height, the Jedi Temple was the home of the Jedi Order on Coruscant. It stood alone in its section of the city-planet, a towering edifice capped by a crown of five spires that housed the most important temple chambers.

A long, broad promenade led the way from the crowded surroundings to the Jedi Temple. The ziggurat base and its crowning spires were an ancient design, constructed to symbolize a Padawan's ascent to enlightenment. The kilometer-high structure was an anachronistic sight to behold compared to the modern skyscrapers of the megalopolitan planet.

The centermost of the five spires was the most sacred section of the building; inside were housed the original manuscripts of the founding Jedi. Also in this central spire was a hangar bay, complete with a retractable landing pad, for the maintenance and launching of the Order's Jedi Star fighters. The other four spires contained important council chambers dedicated to governing the order: The Jedi High Council. The Council of First Knowledge, The Council of Reconciliation, and The Reassignment Council.

Within one of the outer spires convened the Jedi High Council, the governing body of the Jedi Order. From its circular council chamber, a ring of 12 Jedi held court, monitoring galactic events and contemplating the nature of the Force. It was the Council that held final authority on Jedi missions on behalf of the Galactic Republic, and on whether prospective candidates were worthy of training.

Elsewhere in the Jedi Temple, training facilities were staffed by revered Jedi Masters, who guided young Padawans in their first steps toward Jedi Knighthood. The most influential of Masters had private offices to plan and meditate. The Great Jedi Library & The Jedi Archives housed infinite knowledge from across the galaxy. Other chambers within the Jedi Temple included the Room of a Thousand Fountains, which featured a huge greenhouse, flowing waters, and cascades. The temple also included lightsaber training areas, as well as an area that provided views of giant holographic star maps. Advanced communications networks kept the Jedi in touch with galactic events, and the landing pads allowed Jedi transports and vessels to launch and land quickly, avoiding the constant crowding of Coruscant's space lanes.

- **Absorption of Energy** - allows a Jedi to absorb or dissipate energy, including light, heat, radiation, and blaster bolts; a highly trained and gifted Jedi will also be able to absorb or dissipate Force Lightning. If absorbed, the energy can often be re-channeled and used by the Jedi.
- **Calculation** - using traditional meditation techniques, this allows a Jedi to solve, or in special situations, approximate high-order equations with the aid of the Force. Usually only used by Jedi students, this is typically performed as a training exercise.
- **Meditative Trance** - this application of the Force is one of a Jedi's first lessons; it allows a Jedi to enter into a deep meditation which is both calming and restful. A meditative trance may often take the place of sleep, and the Jedi may elect to set a time at which he will re-awaken, fully refreshed. A Jedi will also awaken from this trance if they sense danger, or come into harm's way.
- **Hibernation Trance** - allows a Jedi to place himself into a deep trance which slows all body functions: the Jedi's heartbeat slows, their breathing drops to barely-perceivable levels, and they enter a state of unconsciousness. Although able to heal in a hibernation trance, most Jedi use this power as a matter of survival; if food or air supplies are low, a Jedi entering into a hibernation trance is able to survive for many weeks. It also gives the Jedi an ability to "play dead," which often times can be advantageous in certain missions. Similar to the meditative trance, a Jedi is abruptly awoken from the hibernation trance if an immediate danger is sensed nearby.
- **Cognitive Trance** - allows a Jedi to have a hastened thinking process, in which he is able to absorb information (from data screens, voice-tapes, etc.) much faster than normal abilities allow.
- **Pain Control** - allows a wounded Jedi to act and move as if he has not been wounded; although the wound is not healed, the Jedi will not face the immediate side-effects of being wounded. This ability is most often used when a Jedi is fighting, for it allows all his concentration to be centered on the ongoing battle. Pain control cannot be used indefinitely; at some point in time, a Jedi must allow his wounds to heal.
- **Poison Detoxification** - allows a Jedi to detoxify or expel poisons that have entered their body.
- **Disease Control** - allows a Jedi to direct and control the antibodies and healing resources of their body to counter and destroy diseases or infections within their body.
- **Perceptive Trance** - allows a Jedi to accelerate their mental processes to comprehend visual, audio, and other sensory input.
- **Short-term Memory Enhancement** - allows a Jedi to replay recent events in their mind, in order to more carefully examine mental images and peripheral occurrences. In addition to freezing images, the Jedi can also scan memory tracks to recall details that were seen, but originally not registered consciously at the time of observation.

- **Voice Amplification** - allows a Jedi to amplify their voice to cover a defined area; the Jedi will be able to speak, sing, or otherwise communicate verbally over a much larger area than under normal conditions.
- **Beast Language Translation** - allows a Jedi to both translate and speak in languages of beasts. Creatures rarely have true languages, so the Jedi imparts and reads emotional differences within grunts, growls, and body languages.
- **Creature Summon** - allows a Jedi to mentally speak to any creature, "asking" it to come to their aid to accomplish a given task; the Jedi cannot directly control the summoned creature.
- **Combat Sense** - allows a Jedi to focus on the battle at hand; everything else becomes dulled and muted as the Jedi's senses are all tuned to the ongoing combat around him. All hostile targets become mentally highlighted in the Jedi's mind, aiding him in both attack and defense.
- **Battle Meditation** - allows a Jedi to enter a meditative trance during combat in which they can sense, as well as change, the outcome of a battle. Using the Force, the Jedi can coerce their adversaries to abandon their assault, often times turning on each other. Additionally, the Jedi can alter the tide of the battle, strengthening their allies while at the same time weakening their enemies.
- **Enhanced Coordination** - allows a Jedi to coordinate the activities of a group of beings in order to increase their effectiveness at a given task. A common application of this ability is increasing the fighting ability in a battalion of troops, driving them on and supplementing their will to fight; this ability was often used by Jedi generals during the Clone Wars.
- **Cyber Sense** - allows a Jedi to sense the presence of a machine, computer, or droid.
- **Instinctive Astrogation** - allows the Jedi to calculate hyperspace routes without the use of a nav-computer; the Jedi uses their connection with the Force to "feel" through the myriad of hyperspace routes to determine the safest path.
- **Life Detection** - allows a Jedi to detect sentient beings, which might otherwise remain hidden from their normal senses.
- **Life Sense** - allows a Jedi to sense the presence and identity of a specific person for whom they are searching for; the Jedi can also sense how badly wounded, diseased, or otherwise physically, mentally, or emotionally disturbed their target is.
- **Life Web** - allows a Jedi to detect large concentrations of beings of a specific species from great distances. To properly use a life web, the Jedi must be familiar with at least one member of any given species, which enables them to concentrate on a species' unique Force presence.
- **Sense Magnification** - allows a Jedi to increase the effectiveness of his normal senses so they can perceive things that would otherwise remain indefinite. For example, the Jedi will be able to hear noises and voices beyond his normal hearing range due to distance or softness; however, the Jedi will not be able to hear beyond his normal hearing frequencies.
- **Post-Cognition** - allows a Jedi to investigate the tenuous imprints of the Force left on objects after they are handled by living beings. The Jedi may search for specific incidents, or simply review past events, and can often determine who has handled the object, and what events have transpired around it.
- **Translation** - allows a Jedi to translate a language (spoken word, body language, ancient text, etc.), and speak it in kind. Since they "speak" using beeps and whistles, droids can also be communicated with by using this power. In order to be

successful, the Jedi must first hear the target speak, or see the words in written form before forming a response or understanding.

- **Truth Sense** - allows a Jedi to sense whether or not a person believes what they are saying is true; it does not sense if what they are saying is true in reality, but only if the subject believes it in their mind.
- **Weather Sense** - allows a Jedi to attune himself to local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, they can observe patterns in the weather, and make limited predictions. This power does not lend itself to quick predictions; before using this power successfully, the Jedi must become accustomed to local weather patterns and topography, which can often take weeks.
- **Natural Disaster Sense** - allows a Jedi to sense local meteorological and geological conditions, and predict imminent disasters, such as earthquakes, volcanic eruptions, floods, landslides, etc. By opening their sense to the environment, Jedi can predict these disturbances, similar to how animals can seemingly sense natural disasters before they occur.
- **Mediation** - allows a Jedi to mediate between any number of parties, for the purpose of coming to a mutually acceptable agreement. In most cases, the Jedi attempts to read the intentions of the parties involved, and then uses their judgment and beliefs to render a decision.
- **Healing** - allows a Jedi to help eliminate injuries, both in themselves and in others, by mending flesh, muscle, and bone.
- **Concentration** - allows a Jedi to clear all negative thoughts from their minds, enabling them to feel the Force flowing through not only their own being, but everything around them.
- **Contortion** - allows a Jedi to escape physical restraints by contorting in painful and difficult, yet physically possible, ways. By dislocating joints, softening bones, and the like, and at the same time, blocking out pain with the aid of the Force, a Jedi can escape from almost any physical restraining device.
- **Imitation** - allows a Jedi to contort his features to imitate facial expressions, and to control his musculature to produce desired body language. This ability also lets the Jedi control their voices, allowing them to imitate a being's voice and vocal patterns.
- **Fatigue Removal** - allows a Jedi to combat the effects of strenuous work. By manipulating the Force, the Jedi expels bodily toxins much more efficiently, thus allowing for greater stamina.
- **Force Sense** - allows a Jedi to sense the ambient Force within a place. Many forms of life, and many areas of the galaxy inter-twined with the Force, can be sensed by using this power; this particular sense does not allow the Jedi to detect sentient beings.
- **Force Disturbance Sense** - allows a Jedi to sense a disturbance, usually something unnatural, in the Force. The Jedi cannot learn specific details about the disturbance, but can instead perceive vague feelings of what has occurred.
- **Force Potential Sense** - allows a Jedi to probe the mind of a target being and determine whether that individual has the potential to be strong in the Force. In the deep subconscious of all Force-sensitive individuals, a protective barrier, preventing another Force wielder from penetrating inner mind and thought, exists. Detection of this "shield," an involuntary defense mechanism within all Force-sensitive individuals, is a reliable way to determine those having the potential to become a Jedi.

- **Time Sense** - allows a Jedi to track the passage of time by sensing the rhythm, pulse, and the ebb and flow of the Force; the Jedi can keep time as precisely as the best chronometer.
- **Telekinesis** - allows a Jedi to levitate and move objects with the power of their mind alone. The Jedi is able to levitate several objects, including oneself or other beings, simultaneously. In emergency situations, this power can be used to create a primitive space drive.
- **Telepathy** - allows a Jedi to communicate telepathically with another being. While often used as a method of two-way, private, mental communication, the Jedi can also probe another being's mind for thoughts and emotions, as well as critical data, such as codes or passwords.
- **Alert Sense** - allows a Jedi to sense the intentions and immediate actions and locations of any beings, creatures, or droids within close proximity.
- **Danger Sense** - allows a Jedi to extend their senses around themselves like protective sensors, in effect creating an early warning system against potential threats.
- **Directional Sense** - allows a Jedi to sense the location or direction of a physical object by tracking its resonance in the Force.
- **Electronic Sense** - allows a Jedi to detect active electronics, including droids that might otherwise remain hidden from their normal senses.
- **Electronic Communication** - allows a Jedi to mentally communicate with electronic systems, as if using receptive and projective telepathy. The Jedi can read the surface processes of an electronic system, hear what the machine is processing, and project their thoughts into the computer system. This ability is limited to sending short commands and requests to the system to gather information; the Jedi cannot reprogram the system in any way.
- **Disguise** - allows a Jedi to change various components of their persona to disguise themselves, including projected appearance, voice, and gestures; often times, a Jedi can use this ability to impersonate other beings, if the need arises.
- **Farseeing** - allows a Jedi to see the persons or places he wishes to see in his mind as the situation currently exists; the Jedi sees the immediate surroundings of the situation. This ability can also allow the Jedi to see the past or future. The past and the present are set, and it is merely a matter of the Jedi having correct perceptions of the situation; however, the future is never set, always in motion, and is therefore much harder to gather accurate predictions.
- **Emptiness** - allows a Jedi to empty their mind, and have the Force flow through them. The Jedi seems to be in a deep meditation, but is oblivious to their surroundings. While in a state of emptiness, the Jedi is difficult to sense or affect through the Force, but dehydrates and hungers normally. When exiting a state of emptiness, the Jedi's abilities will be much stronger and sharper for a short duration.
- **Resonation** - allows a Jedi to create a vibrating resonance in an object or area of material, which can serve various purposes: production of light and heat, creation of mild tremors, shattering of an opponent's weapon, etc.
- **Reinforcement** - allows a Jedi to strengthen and reinforce the inter- and intra-molecular bonds in a physical object. While the object still has the same density, volume, and mass, it will take more energy to break the bonds holding the object together. This is a relatively basic skill, and is usually taught in the beginning of a Jedi's studies.

- **Matter Warp** - allows a Jedi to mold a volume of matter into a new shape. The Jedi must be in contact with part of the object that is to be molded, and the effects of this ability are permanent.
- **Life Bond** - allows a Jedi to permanently form a mental and spiritual link with another individual, making them aware of that individual's location, state of mind, state of body, senses, etc. The life bond develops over time, and grows into an extremely powerful emotional link between individuals. The life bond also allows two individuals to act independently, yet be aware of each other's action. This ability is most often used by Jedi Masters, who create a life bond with their Padawans, and is a life-changing event.
- **Respiratory Control** - allows a Jedi to control the amount of oxygen, or other elements, flowing into their body. By taking control of surrounding atmosphere and pulling molecules through their skin and into their lungs, the Jedi can effectively breathe underwater, or in other hazardous conditions. This ability does not work in the cold of space or a hard vacuum, as there is not enough oxygen for the Jedi to manipulate.
- **Force Lights** - allows a Jedi to light darkened areas; the Jedi glows with intensity, with heat and light radiating outward from all points of their body.
- **Transfer Force** - allows a Jedi to transfer his life force to another being; often used to save a mortally wounded being from death. When the being has life force transferred to them, they remain wounded, but are placed in a state of hibernation, where they can often survive until receiving proper healing. In order to transfer personal life energy, a Jedi must be in direct contact with the target being.
- **Commune with Nature** - allows a Jedi, while meditating outdoors, to bond with all living things in the area and influence their development; soil becomes more fertile, plants begin to grow, creatures sense tranquility, etc.
- **Force Shield** - allows a Jedi to surround their body with a protective, Force-generated shield, which can be used to repel energy and physical matter. The shield is not particularly strong, but it is enough to protect the Jedi from serious injury.
- **Storytelling** - allows a Jedi to entertain, educate, or make a point with relative ease. While the Jedi tells the story, the very reality around them warps to accommodate the prevailing theme; wind can pick up, lights can flash, unusual sounds can be heard, etc.
- **Eclipse** - allows a Jedi to enshroud themselves in a camouflaging veil of the Force, becoming hidden from casual observers. As the Jedi blends into their surroundings, any smells, sounds, or movements emanated from them are muffled; droids and life-form sensors are not affected.
- **Purification** - allows a Jedi to seek out the taint of the Dark side in an area or a physical object and remove it. The more taint present, the easier it is to detect, and the harder it is to remove. The Jedi must remain undisturbed, in a state of deep meditation, while seeking out and purifying the taint.
- **Force Speed** - allows a Jedi to move and act with the speed of thought; using the Force, the Jedi is able to move great distances almost instantaneously.
- **Force Jump** - allows a Jedi to jump great heights and distances; using the Force, size and distance become irrelevant.
- **Force Pull** - allows a Jedi to pull physical objects, such as weapons, away from the hands of their adversaries and into their own. This ability can also retrieve the Jedi's lightsaber if it is out of their reach; using the Force, a Jedi's reach becomes great.

- **Force Push** - allows a Jedi to strike an enemy not within their physical reach; using the Force, the Jedi is able to catch their adversaries off guard, and knock them off balance.
- **Anticipation** - allows a Jedi to anticipate a creature's or individual's immediate actions and react accordingly; this ability works on groups of beings as well as individuals.
- **Shared Senses** - allows a Jedi to experience all of the senses of an individual or creature. This ability lets the Jedi see through the target's eyes, hear through their ears, and smell, taste, and feel what the target is experiencing. In addition to experiencing all sensations from a target, the Jedi also feels their emotions and attitudes.
- **Persuasion** - allows a Jedi to persuade individuals by influencing their thoughts; the Force is strong over the weak-minded.

An ancient order of Force-practitioners devoted to the Dark side of the Force and determined to destroy the Jedi, the Sith were a menace long thought extinct. The current incarnation of the Sith is the result of a rogue Jedi dissident from the Jedi Order. Two thousand years ago, this Jedi had come to the understanding that the true power of the Force lay not through contemplation and passivity; only by tapping its Dark side, could its true potential be gained. The Jedi Council at the time balked at this new direction, and the Jedi was outcast, but he eventually gained followers to his new order. Awakening beliefs from the distant and dark past, the new Sith cult continued to grow. With the promise of new powers attainable by tapping into the hateful energies of the Dark side, it was only a matter of time before the order self-destructed. Internecine struggle by power-hungry Sith followers dwindled their numbers.

One Sith had the cunning and discipline to survive. Known as Darth Bane, he restructured the cult so that there could only be two - no more, no less - a master and an apprentice - at any given time. Bane adopted cunning, subterfuge, and stealth as the fundamental tenets of the Sith Order, and took an apprentice. When that apprentice succeeded him, that new Sith Lord would take an apprentice, and thus, the Sith quietly continued for centuries.

After long periods of secrecy, it was Darth Sidious, through his apprentice Darth Maul, who decided to take action against the Jedi Order. By this time, the Jedi had long believed the Sith to be extinct - no more than a fabled threat from the past, and initial reports were greeted by the Jedi Council with skepticism and hesitation. Surely, if the Sith had returned, they would have detected it, they reasoned. The Dark side, for all its power, ultimately, is hard to detect when required. Darth Sidious was able to keep his presence a secret, even when sharing a world with the Jedi Temple.

The sudden appearance of a Sith attacker during the Battle of Naboo was startling to the Jedi Council, but the threat was dispatched. Upon defeating Darth Maul, the Jedi Order realized that the Sith menace was indeed true; what they hadn't known was if Darth Maul was the master or the apprentice. Years would pass before the Sith menace rose once again - a menace that would engulf the entire galaxy, and exterminate the ranks of the Jedi Order.

Although this modern era of the Sith is attributed to Darth Bane, and the Dark Jedi that preceded him, the cult can find its roots further back in the galaxy's ancient past. Long before the rise of the Galactic Republic, there lived a culture on the planet Korriban. These primitive people called themselves the Sith, and the Force flowed strongly through their bloodlines. Although they didn't apply Jedi philosophy, they were talented in their own brands of magic.

In the early days of the Jedi Order, a great schism tore the order apart. Jedi who had tapped the forbidden power of the Force's Dark side rebelled against their Light side brothers. After a terrible war, these Dark Jedi were exiled from the Republic; past the Republic's growing borders, these castaways discovered Korriban and the Sith people.

Powerful with the Dark side, the Jedi outcasts set themselves up as gods on Korriban. The primitive Sith worshipped them as their Lords, and so the Dark Jedi grew and built temples and monuments to celebrate their power. Millennia of interbreeding blurred the distinction between Sith native and off-worlder, and the term Sith came to encompass not only the indigenous people of Korriban, but also the powerful overlords that ruled them.

Five thousand years ago, during the Sith Empire's golden age, a Republic explorer vessel stumbled upon the secluded worlds of the Sith. One Sith Lord, Naga Sadow, saw this as an

opportunity to invade the Republic, and exact vengeance on the Jedi who had banished them; history would record the invasion that followed as the Great Hyperspace War, the first epic clash between Jedi and Sith. Time and again, Jedi and Sith would clash, leaving devastated worlds lying in their wake.

- **Force Lightning** - by harnessing pure hatred and evil, this allows a Sith to produce bolts of white and blue energy, which are cast from their fingertips. Upon striking their target, these bolts cause intense pain and injury. Only the most gifted Jedi, by dissipating and absorbing energy, is able to parry or dodge Force Lightning.
- **Aura of Uneasiness** - allows a Sith to project a field of vague uneasiness and discomfort around them, causing non-sentient creatures to sense a vague uneasiness about them; often used as an intimidation tactic.
- **Feed on the Dark Side** - allows a Sith to feed on the fear, hatred, anger, or other negative emotions of others, to make themselves more powerful. The Sith will do everything in their power to provoke negative emotions, including deception, taunting, threats, etc. to allow themselves to feed off of them.
- **Force Wind** - allows a Sith to manipulate and channel air currents, forming powerful and destructive tornadoes that can lift and destroy beings and objects.
- **Mind Control** - allows a Sith to take control of other beings, turning them into puppets and slaves who are forced to obey their every will. In order to be effective, the Sith must be within a close proximity range of their potential target.
- **Waves of Darkness** - allows a Sith to delve into the darkness of their own spirit, and dredge up feelings of hatred, greed, rage, fear, and jealousy that linger in shadowed recesses. Using the Force as a power source, the Sith expels these vile emotions in waves of Dark side energy that radiate outward in an expanding sphere. Any beings or creatures caught in the disturbance suffer immediate confusion, and soon flee the area in fear.
- **Force Storm** - allows a Sith to alter nature itself and create massive storms. Capable of creating annihilating vortices, these storms can swallow whole fleets of starships, or tear and alter the surfaces of planets. Use of this power requires focusing of hate and anger to an almost palpable degree, and is considerably dangerous; in creating Force Storms, the Sith often times fail at harnessing what they have unleashed and are themselves consumed and destroyed.
- **Doppelganger** - allows a Sith to create a mirror image of themselves, an illusion which seems real to those individuals interacting with it. The Sith are able to sense all normal senses through the doppelganger, and the duplicate seems to have form and substance; the doppelganger registers as normal by droids and audio and video sensors. When fatally injured, the doppelganger simply fades away.
- **Life Energy Drain** - allows a Sith to draw power from nearby, non-sentient beings to boost his energy levels, permitting them to go long periods without suffering from fatigue or requiring sleep.
- **Life Essence Drain** - allows a Sith to draw life energy from those around them, and to channel the negative effects of the Dark side into those victims. Many beings and creatures go through their daily lives wasting much of their life energy; this ability draws that life energy and allows the Sith to use it to further their own ends.
- **Mind Warp** - allows a Sith to alter an individual's memories, causing them to remember things incorrectly; this ability can also be used to cause the target to completely forget things.
- **Memory Wipe** - allows a Sith to sift through another being's mind, and destroy all knowledge of specific events or learned skills. For a memory wipe to be successful, the Sith must be in direct contact with their target.
- **Telekinetic Kill** - allows a Sith to telekinetically injure or kill a target, usually by methods such as collapsing the trachea or squeezing the heart.
- **Force Scream** - an involuntary reflex of the Dark side, usually occurring when a Sith loses control of their emotions, which triggers shock waves that ripple through the

Force, causing great damage in both the Sith and any beings in close proximity. Waves of anger and hatred, amplified and fueled by the Dark side, are capable of smashing through both mental and physical defenses with ease.

- **Web of the Dark Side - allows a Sith to summon strands of Dark side power, and wrap them around any given target, ensnaring them in a mesh of intensity. The lattice of energy severs the connection between the Force and the trapped individual, draining the power and energy from their body.**
- **Blackness - allows a Sith to enshroud themselves in a camouflaging veil of the Dark side, becoming hidden from other beings and creatures. As the Sith blends into their surroundings, any smells, sounds, or movements emanated from them are muffled; droids and life-form sensors are not affected.**
- **Rage - allows a Sith, by tensing themselves completely, to be possessed by the mindless rage of the Dark side. When in a state of rage, the Sith's negative characteristics are amplified, but they appear lifeless and are oblivious to their surroundings. When exiting a state of rage, a Sith's abilities will be stronger and sharper for a short duration, and they will be radiating intensely of the Dark side.**
- **Force Explosion - allows a Sith, by drawing on the power of the Dark side, to create an explosive charge of pure Force energy, which appears as a blue electrical energy pulse.**
- **Transfer Life - allows a Sith to transfer their complete life energy into another, often younger, body, in effect, discovering a degree of immortality. This is a most difficult ability to use, as overtaking an existing spirit residing in a body is nearly impossible; essentially, this ability is useless without the ability to clone host bodies.**